

Gibson Bay Men's League

LEAGUE RULES AND INFORMATION

The Men's League will play 9 holes every Thursday from March 27th thru September 27th.

Weekly starting times will be either a 5:30p.m shotgun start for match play or starting times from 3:30 – 5:30, depending on the format and schedule.

The cost to join the league is **\$50.00.**

A portion of the weekly entry fee will go towards the closest to the pins contest winners on both par 3 holes.

The closest to pin winners typically pay \$15.00 each in pro shop credit.

All Men's League winnings are paid out in golf shop credit.

The weekly entry fee is \$5.00 per player each week.

Any male amateur golfer 18 years or older is eligible for the Men's League.

Tee Markers:

18 – 54 years old play from **White** Tee Markers

55 – 69 years old play from **Green** Tee Markers

70 and older play from **Gold** Tee Markers

**** Any Player may choose to play from the Blue Tee markers however the tee markers you start the season on you must finish the season on.**

To help with pace of play the following rule is in place:

If you hit a **ball out of bounds** play it as a **lateral hazard**. Go to the nearest point you think the ball entered out of bounds. Drop your ball and play with a 1 stroke penalty.

HANDICAPPING

Handicaps will be based on the player's average score during league stroke play events.

Returning players will use the handicap from the previous season (The Last three scores) in establishing their handicap.

The maximum score per hole is Triple bogey. Once a player reaches triple bogey, he will pick up and record a Triple bogey with a circle around it. *This only applies for stroke play events.*

During match play, scores will Count Toward your handicap this year under the USGA Rule 3.3 When a Hole is Started But Player Does Not Hole Out

When playing if you concede the hole please mark on your score card with a triangle to identify to me that you picked up. And use the USGA Rule 3.3 to adjust your conceded Score.

3.3 When a Hole is Started But Player Does Not Hole Out

There are various circumstances that might result in a player starting a hole but not holing out. For example, when:

- The result of the hole has already been decided,
- A hole has been conceded in match play,
- A player's partner has already posted a better score in a Four-Ball format and the player picks up, or
- A player has already reached their *net double bogey* limit on a specific hole.

When a player starts a hole but does not hole out for a valid reason, subject to other provisions set out within the *Rules of Handicapping*, the player must record their *most likely score* or *net double bogey*, whichever is lower, as appropriate for the situation and depending on the format of play.

The *most likely score* is:

- The number of strokes already taken to reach a position on a hole, plus
- The number of strokes the player would most likely require to complete the hole from that position, plus
- Any penalty strokes incurred during play of the hole.

Most likely scores should be determined on any hole in accordance with the following guidelines:

Position of the Ball	Strokes to be Added
If the ball lies on the putting green, and is no more than 5 feet (1.5 metres) from the hole:	Add one additional stroke.
If the ball lies between 5 feet (1.5 metres) and 20 yards (20 metres) from the hole:	Add 2 or 3 additional strokes, depending on the position of the ball, the difficulty of the green and the ability of the player.
If the ball lies more than 20 yards (20 metres) from the hole:	Add 3 or 4 additional strokes, depending on the position of the ball, the difficulty of the green and the ability of the player.

See Diagram 3.3.)

Players will receive **80%** of their established handicap for the match play portion of the league.

During match play events to determine the handicaps in the groups. We will stroke off the lowest handicap in the group. Meaning the player with the lowest handicap in the group plays to a ZERO handicap and everyone else will subtract from there handicap the lowest handicap in the group from theirs.

Example Below: Before Adjusting

Phillip Webb	10 Handicap	-3
Jason Eberle	5 Handicap	-3
Scott Webb	3 Handicap	-3

After Adjusting

Phillip Webb	7 Handicap
Jason Eberle	2 Handicap
Scott Webb	0 Handicap

Scott is the Lowest Handicap in the group at 3.

Subtract Scotts handicap from Jason and Phillips to get 2 for Jason and 7 for Phillip.

This is how you get your playing handicaps on any given match play day.

New Additions for 2025 Season

-Flag Game – The Goal of the game is to place your flag the farthest onto the golf course as possible.

How to play- Everyone receives a flag with their name on it to start their round of golf.
Each Player has 36 shots plus their handicap to determine the amount of shot that can hit.
Once you hit your final shot you place your flag at your divot.

-Stroke play event Continuous Scorecard for Gross Scores Only

Every Stroke play event you participate in I will log into a spread sheet your lowest score you receive on each hole for the entire 2025 Men's League Season.

At the End of the Season, we will pay out the Top 3 lowest scores and all ties with shop Credit at Gibson pay.

Monetary amount will be determined based on the number of participants in the men's league

MATCH PLAY

The format will be two-person better ball match play. Each player plays each hole and the team uses the player's score who has the lowest net score.

Competitors will form their own teams.

The field of teams will be broken into two divisions based on the combined handicap of each team. This is determined by total of teams participating in match play divided in half and all ties.

Each player will receive their strokes as they fall on the scorecard.

Points will be rewarded per hole as follows:

Win = 1 Point

Tie = ½ Point

Loss = 0 Points

There will be 9 points available in each 9-hole match.

Putts may be conceded, once a putt is conceded the concession cannot be withdrawn.

Match play is a season long competition and teams will accumulate points throughout the season.

Teams are not required to have both team members present to participate. In the event of one team member failing to play, the remaining player will play against a two-person team and his team will get credit for any points earned.

The two-person team, in the instance where there is only 1 opponent will be scored based off the missing players FULL 9-hole handicap and the opponents score that played that day.

If two teams that are scheduled to play a match both have only one player, the match will be played as scheduled.

If there is an odd number of teams, one team will have to play against a blind draw opponent.

This year all match play matches after the first event on **April 17th** will be scheduled for the entire season.

This meaning you will know who you play for the remainder of the season on match play nights.

You may complete a scheduled match play event any time before the original date of the match play if you know you can't make it on any given week.

The only penalty for doing the match play early is that you **will not be eligible** for closest to pins.

We have made this change to prevent 1 vs 2 matches and to give everyone a chance to earn as many points as possible.